RPGMapMaker Menus Manual

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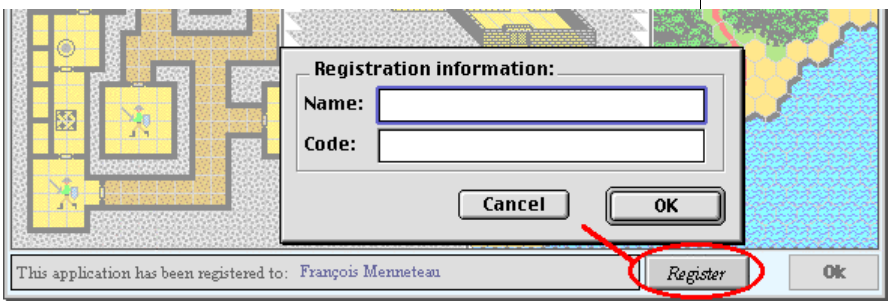
Menu: About

About RPGMapMaker

This menu item brings a standard about box.

Register...

This menu item brings a dialog that allows you registering RPGMapMaker (you must click on the **Register** button).



Registration & Contact Info

This menu item brings a dialog that explains how to register, how to contact the author, and where to download the latest version.

Check for Update

This menu item allows you manually checking for updates.

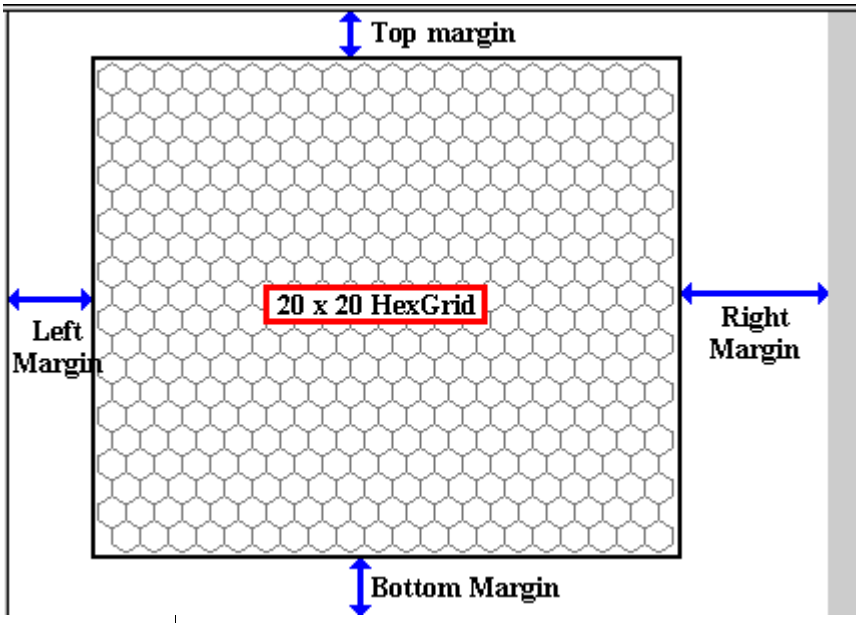
Preferences...

This menu item allows you modifying some « RPGMapMaker » predefined settings, cf. "**Preferences**" at the end of this document.

Menu: File

File

New…	Cmd-N
Models	▸
Open…	Cmd-O
Open Recent	▸
Browse…	Cmd-Option-O
Close	Cmd-W
Save Map	Cmd-S
Save Map As…	
Import Image…	Cmd-Shift-M
Export…	Cmd-M
Printing Preferences	Cmd-Shift-I
Page Setup…	
Print Map…	Cmd-P
Print Selection	Cmd-Option-P
Quit	Cmd-Q

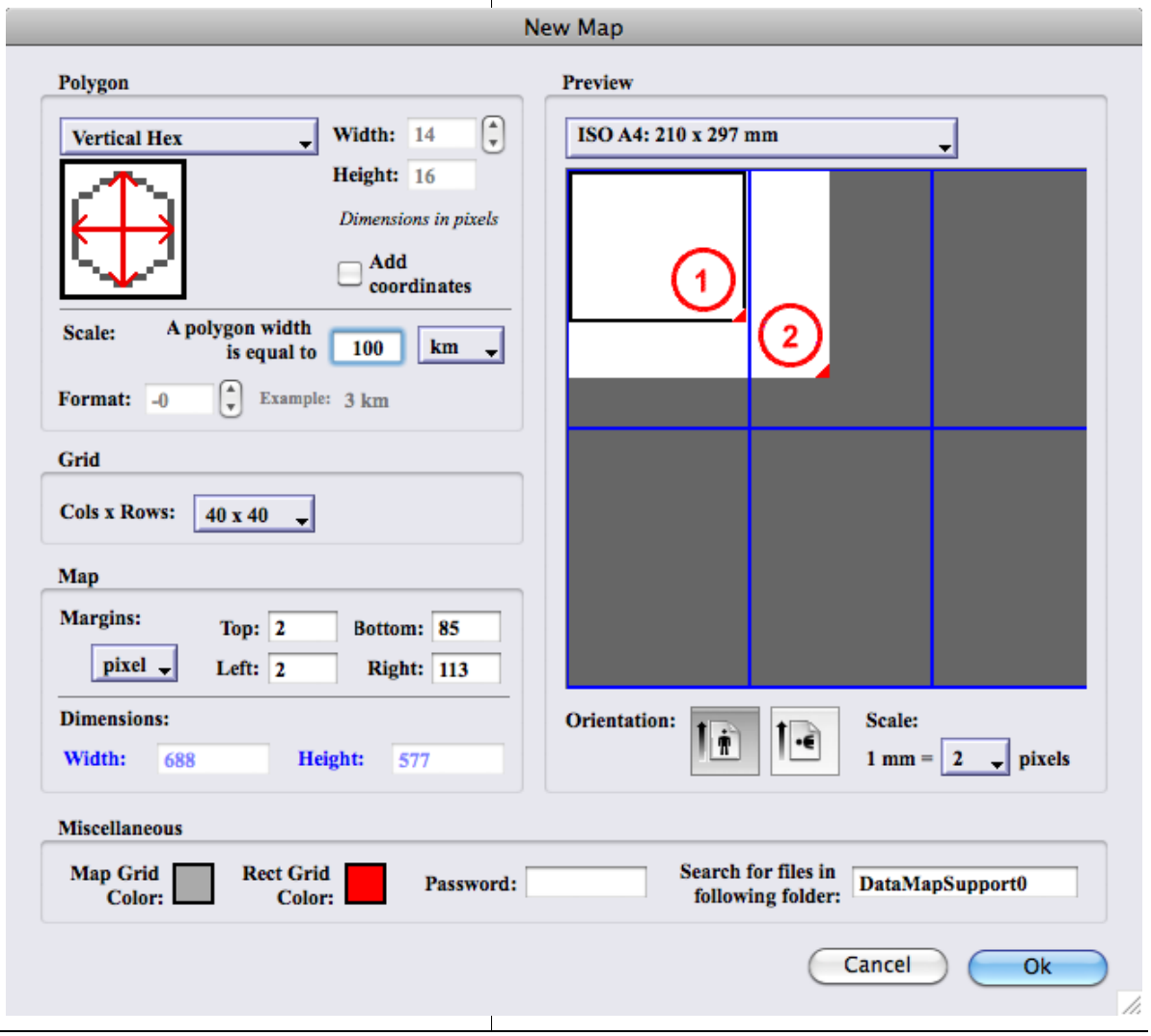


New...

This menu item allows you creating a « RPGMapMaker » map. Its size depends on two factors: the size of the Grid and the size of its margins.

Depending on your needs, you can choose for example to have a small grid with big margins around the grid for comments, notes, extra drawings, … or a huge grid with small margins, or a small grid with small margins, etc.

When you select the « **New** » menu item, a huge dialog appears:



Polygon :

- **Shape**. Allows you choosing among a hex, a square or a lozenge (pseudo-3D).
- **Dimensions**. Allows you selecting the size of the grid polygons. By default, a hex is 14-pixel width by 16-pixel height and a square or a lozenge is 12-pixel width by 12-pixel height (half the size of terrain tile).
- **Add Coordinates**. If checked, the polygon coordinates if displayed at the polygon bottom:

- **Scale**. Allows you specifying what a polygon width represent in your map. In addition, you can choose among several units : centimeter (cm), meter (m), kilometer (km), feet (ft), yard (ya), mile (mi), ' and ".

  Typically, for world maps, you would use a value between 100 and 500 (km or mi); for region map, you would use a value between 10 and 50 (km or mi); for village/town map, you would use a value between 10 and 100 (m or ya); for dungeon map, you would use a value between 1 and 10 (m or ya), etc.

  Note: As you may have noticed, you cannot specify the polygon vertical dimension. This is due to the fact that for the polygons used in « RPGMapMaker », once you know a dimension the other one is automatically deduced.

- **Format**. This allows you choosing at which precision you want to display the polygon dimension.

Grid :

- **Cols x Rows**. Allows you selecting the size (in polygons) of the Grid. The bigger the numbers the bigger the map. You can also graphically resize the grid by moving the red triangle in area (1).

  Note: Remember that for hexagonal grids, hexes are staggered along the Y-axis. So a Grid with the same number of horizontal and vertical hexes is not square but rectangular (the horizontal dimension is roughly 1.15 times the vertical one).

Map :

- **Margins**. Allows you selecting the top, left, bottom and right margins of the « RPGMapMaker » map. You can also graphically resize the right and bottom margins by moving the red triangle in area (2).

  Note: Any 0 pixels margin will become at least a 2 pixels margin (0.07 cm at 72 dpi) as a black rectangle is drawn around the Grid.

- **Unit**. This popup menu allows you specifying the dimension units (either cm or inch or pixels).
- **Dimensions**. The map size in the chosen unit.

Miscellaneous :

- **Map Grid Color**. Allows you specifying the color of the Map Grid.

  Note: Initially this color is the same as the one specified in the Preferences Dialog.

- **Rect Grid Color**. Allows you specifying the color of the Rect Grid.

  Note: Initially this color is the same as the one specified in the Preferences Dialog.

- **Password**. Allows you protecting your map.
- **Search for files in following folder:**. This edit-field contains the name of the subfolder within the map folder where external files are searched for. In this folder, you can put any kind of files: Word documents, GraphicConverter images, TextEdit files, etc.

Preview :

- Allows you visualizing how your map fits into various formats (A4, A3, B4, etc.) This is particularly useful when you plan to print your map to make sure its boundaries will match the printer boundaries.

  Note: The preview makes no attempt to take into account the printer margins.

Models

This menu item has a sub-menu attached to it.

New from Model…	**Cmd-Option-N**
New from User Model…	**Cmd-Control-N**
Save as User Model…	

New from Model...

This menu item allows you creating a map based on a model provided by RPGMapMaker (see the **UserManual.pdf** and **ScriptingManual.pdf** documents for more information about models).

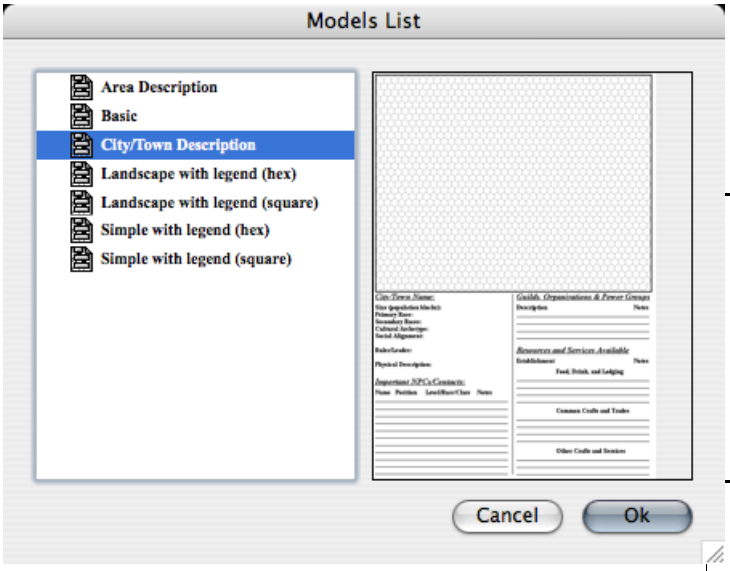
When you select this menu item, a dialog appears. It contains the list of the available RPGMapMaker models. You can then perform the following actions:

- Click on a model name to display a preview of the Grid layer.
- Click on the **Cancel** button to abort the operation.
- Click on the **Ok** button to load the desired model.

Note: Only registered users can use this functionality.

New from User Model...

This menu item allows you creating a « RPGMapMaker » map based on a user model i.e. a model created by the



"**Save as User Model…**" menu item (see below). The user models are located into a folder inside the Application Support folder (see "**Reveal Support Folder in Finder**" menu item).

Note: Only registered users can use this functionality.

When you select this menu item, a dialog appears. It contains the list of the available user models. You can then perform the same actions as described in the previous paragraph.

Save as User Model...

This menu items allows you saving the model part a map based on a model. In essence, this command allows you creating user models. Typically, you use the "**New from Model…**" or "**New from User Model…**" menu item to create a map based on a model. Then, you modify the model and then save it as a new model. This file is saved into a folder inside the Application Support folder.

> Please remember that when creating a user model, only the *Grid* layer is saved. Thus if you have made some drawing on the other layers, they will be lost.

Note: Only registered users can use this functionality.

Open...

This menu item allows you opening a « RPGMapMaker » map. In that case, the Main window title contains the name of the opened map. You can open up to 10 maps.

Open Recent

This menu item has sub-menu attached to it. This sub-menu contains the list of the ten most recent maps you opened. The list works circularly i.e. the most recent files replace the least recent ones.

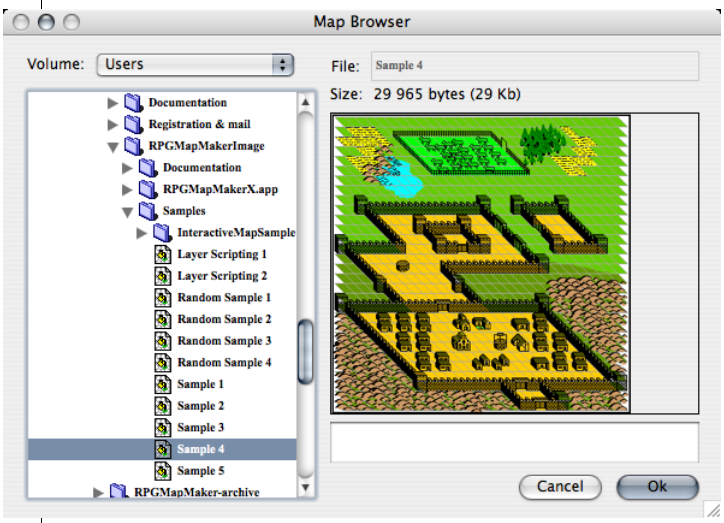
By default, only the name of a map is displayed. However, there is an option, in the **Preferences** Dialog, that allows you displaying the full path for each map.

Browse

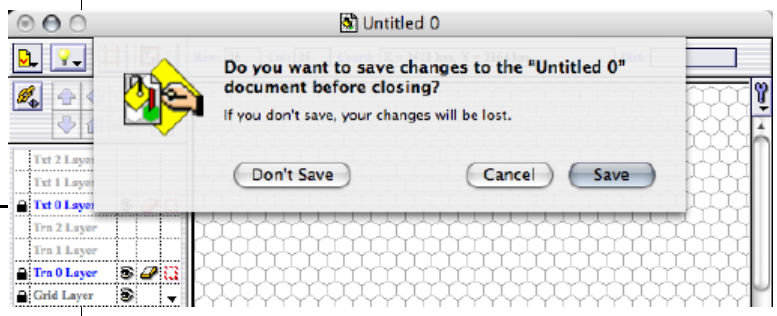
This menu item allows you searching your disks for RPGMapMaker maps, models and terrains libraries and to see a preview of each selected map or library (see image below). You can also use it to open RPGMapMaker maps by clicking on the **Ok** button.

Close

This menu item allows you closing the current « RPGMapMaker » map. If the map was modified since the last saving, a dialog appears:



If you click on the **Cancel** button, the Close operation is aborted. If you click on the **Don't Save** button the map is closed and its last modifications are lost. At last, if you click on the **Save** button, the map is first saved then closed. If the map has not been saved yet, a Navigation


Untitled 0
Do you want to save changes to the "Untitled 0" document before closing?
If you don't save, your changes will be lost.
Don't Save
Cancel
Save
Grid Layer

Services dialog appears allowing you to choose a location and a name for the map. If you cancel this dialog, the map stays opened.

Save Map

This menu item allows you saving the current map on disk. If the current map is the result of an "**Open…**" command, then this menu item is immediately available. How-

ever, if the current map is the result of the "**New…**" command, this menu item is available only if you have previously used the "**Save Map As…**" command (see below).

Save Map As...

If the current map is the result of the "**New…**" command, this menu item allows you assigning a name to the map and to save it on disk. Once this is done, the Main window title contains the name of the newly created map and the "**Save Map**" command becomes available.

If the current map is the result of the "**Open…**" command, this menu item allows you saving the current map under a new name. In that case, the current map is closed (but not saved), the newly created map becomes the current map and the Main window title reflects the change.

Import Image...

This menu item allows you opening an image in any format Quicktime recognizes and to paste it into your map. The behavior is then similar to dropping a file into the *main* window (see § "**External Drop**" in **UserManual.pdf** for more information).

Export...

This menu item allows you saving either a « RPGMap-Maker » map or the clipboard contents (depending on which window is active) as whatever format QuickTime provides. The exported file can then be imported into any graphic or word processing application that recognizes the selected format.

Printing Preferences

This menu item brings the "**Preferences**" Dialog *Printing Settings*. See **UserManual.pdf** for more information.

Page Setup...

This menu item brings the current printer "**Page Setup**" dialog.

Print Map...

If the **main** window is the frontmost window, this menu item allows you printing your map. If necessary, the application resizes your map so that it always fits into a printer page. At present, the printed map is always at 72 dpi whatever the resolution of your printer.

Print Selection

If the **main** window is the frontmost window and assuming you have made a selection, this menu item allows you printing the contents of this selection.

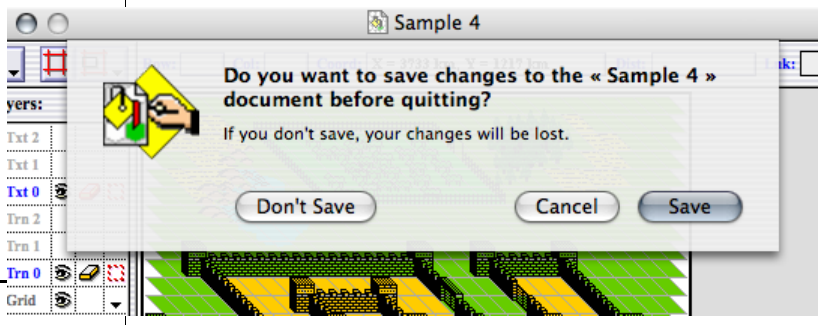
Quit

This menu item allows you quitting the application (but why would you do that…). If all the opened documents have been already saved, the application quits directly.

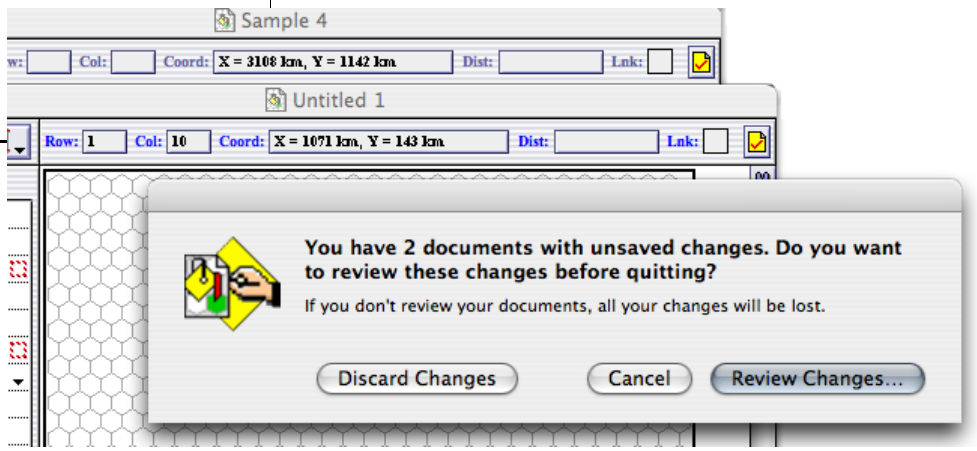
If there is only one document with unsaved changes, then a "**save on quit**" dialog appears:

If you click on the **Cancel** button, the Quit operation is aborted. If you click on the **Don't Save** button the last map modifications are lost and the application quit. At last, if you click on the **Save** button, the map is first saved then thee application quit. If the map has not been saved yet, a Navigation Services dialog appears allowing you to choose a location and a name for the map. If you cancel this dialog, the quit operation is aborted.

If there are more than one window with unsaved changes, a "**review changes**" dialogs appears:


Sample 4
Do you want to save changes to the « Sample 4 » document before quitting?
If you don't save, your changes will be lost.
Don't Save
Cancel
Save

If you click on the **Cancel** button, the Quit operation is aborted. If you click on the **Discard Changes** button the last modifications to all the maps are ignored and the application quit. At last, if you click on the **Review Changes…** button, then for each map that needs to be saved, a "**save on quit**" dialog is presented.


Sample 4
Untitled 1
You have 2 documents with unsaved changes. Do you want to review these changes before quitting?
If you don't review your documents, all your changes will be lost.
Discard Changes
Cancel
Review Changes…

Menu: Edit

Edit	
Undo	Cmd-U
Cut	Cmd-X
Copy	Cmd-C
Paste	Cmd-V
Clear	Cmd-⌫
Select All	Cmd-A
Layers	▸
Markers	▸
Map Information…	Cmd-D
Show Terrain Grid	Cmd-T
Show Clipboard	Cmd-J
Reveal Support Folder in Finder	
Special Characters…	

Undo

This menu item allows you undoing the last modifications you have made in the script window or in some dialogs.

Cut

This is the standard cut menu item used for example in dialogs to cut text.

Copy

This is the standard copy menu item used for example in dialogs to copy text.

Paste

This is the standard paste menu item used for example in dialogs to paste text.

Clear

This is the standard clear menu item used for example in dialogs to clear text.

Select All

This menu item allows you creating a selection that encompasses the entire map.

Layers

This menu item has a sub-menu attached to it.

In addition, each Cut/Copy/Paste/Clear sub-menu item has a sub-menu attached to it.

Undo Undo Level: <value>	Cmd-Shift-X
Cut	▸
Copy	▸
Paste	▸
Clear	▸
Select All	Cmd-Shift-A

Undo

This menu item allows you undoing the last modifications you have done on the map. By default, you have 16 levels of undo at your disposal, but you can change this value in the *General Settings* in the **Preferences** dialog (see below).

Undo Level: <value>

This menu item displays the number of undo you can perform on the *Main* map.

Cut

Each menu item allows you cutting i.e. copying into the clipboard and clearing the current selection (see *Selection* tool in the § "**Drawing Tools Area**" in **UserManual.pdf** for more information).

You can then past the selection into a terrain tile (see "**Paste from Clipboard**" sub-menu item in the "**Menu: Terrains**" menu for more information) or any application that accepts PICT image.

All Visible Layers All Active Layers	Cmd-Shift-X
Active Drawing Layer	Cmd-Option-X
Active Terrain Layer	Cmd-Control-X
Active Text Layer	Cmd-Option-Control-X

- **All Visible Layers**. This sub-menu item is not available yet.
- **All Active Layers**. The selection (to be cut) comprises all the active layers that are visible.
- **Active Drawing Layer**. The selection (to be copied) comprises either Drawing 0 layer or Drawing 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.
- **Active Terrain Layer**. The selection (to be copied) comprises either Terrain 0 layer or Terrain 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.
- **Active Text Layer**. The selection (to be copied) comprises either Text 0 layer or Text 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.

Copy

This menu item has sub-menu attached to it. Each sub-menu item allows you copying the current selection (see *Selection* tool in the § "**Drawing Tools Area**" in **UserManual.pdf** for more information) and put it into the clipboard.

You can then past the selection into a terrain tile (see "**Paste from Clipboard** " sub-menu item in the "**Paste from Clipboard**" menu for more information) or any application that accepts PICT image.

All Visible Layers **All Active Layers**	**Cmd-Shift-C**
Active Drawing Layer **Active Terrain Layer** **Active Text Layer**	**Cmd-Option-C** **Cmd-Control-C** **Cmd-Option-Control-C**

- **All Visible Layers**. The selection (to be copied) comprises all the visible layers i.e. the grid layer as well any drawing layer, any terrain layer and any text layer.
- **All Active Layer**. The selection (to be copied) comprises all the active layers that are visible.
- **Active Drawing Layer**. The selection (to be copied) comprises either Drawing 0 layer or Drawing 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.
- **Active Terrain Layer**. The selection (to be copied) comprises either Terrain 0 layer or Terrain 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.
- **Active Text Layer**. The selection (to be copied) comprises either Text 0 layer or Text 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.

Paste

This menu item has sub-menu attached to it. Each sub-menu item allows you pasting a PICT image from the clipboard. In that case, the *pasted picture* appears inside the *Main Window* map area surrounded by a blue rectangle. Also, in the top-right corner, you can see the name of the layer on which the paste will occur. The behavior is then exactly as in an external drop (see § "**External Drop**" in **UserManual.pdf** for more information).

Into All Visible Layers **Into All Active Layers**	**Cmd-Shift-V**
Into Active Drawing Layer **Into Active Terrain Layer** **Into Active Text Layer**	**Cmd-Option-V** **Cmd-Control-V** **Cmd-Option-Control-V**

- **Into All Visible Layers**. This sub-menu item is not available yet. To paste several layers at once, use the internal drag and drop capability.
- **Into All Active Layers**. This sub-menu item is not available yet. To paste several layers at once, use the internal drag and drop capability.
- **Into Active Drawing Layer**. The selection (to be pasted) comprises either Drawing 0 layer or Drawing 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.
- **Into Active Terrain Layer**. The selection (to be pasted) comprises either Terrain 0 layer or Terrain 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.
- **Into Active Text Layer**. The selection (to be pasted) comprises either Text 0 layer or Text 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.

Clear

This menu item has sub-menu attached to it. Each sub-menu item allows you clearing the current selection (see § ***Selection*** tool for more information).

All Visible Layers **All Active Layers**	**Cmd-Shift-⌫**
Active Drawing Layer **Active Terrain Layer** **Active Text Layer**	**Cmd-Option-⌫** **Cmd-Control-⌫** **Cmd-Option-Control-⌫**

- **All Visible Layers**. This sub-menu item is not available yet.
- **All Active Layers**. The selection (to be cut) comprises all the active layers that are visible.
- **Active Drawing Layer**. The selection (to be cut) comprises either Drawing 0 layer or Drawing 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.
- **Active Terrain Layer**. The selection (to be cut) comprises either Terrain 0 layer or Terrain 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.
- **Active Text Layer**. The selection (to be cut) comprises either Text 0 layer or Text 1 layer (assuming of course it has been allocated). Please also note that the active layer must be visible.

Select All

This menu item allows you creating a selection that encompasses the entire map.

Markers

This menu item has a sub-menu attached to it.

Show All
Hide All

Show All

This menu item allows you showing all the markers previously hidden by the "**Hide All**" menu command. This menu item is enabled only if the all markers are hidden.

Hide All

This menu item allows you hiding all the markers previously shown by the "**Show All**" menu command. This menu item is enabled only if the markers are visible.

This menu item is useful when you want to print a map for you players and you do not want to show them what each marker is revealing on the map.

Map Information...

This menu item brings a dialog that gives you information about your map (polygon shape, grid size and polygon size, …) and allows you modifying all its parameters (as if you where indeed creating the map).

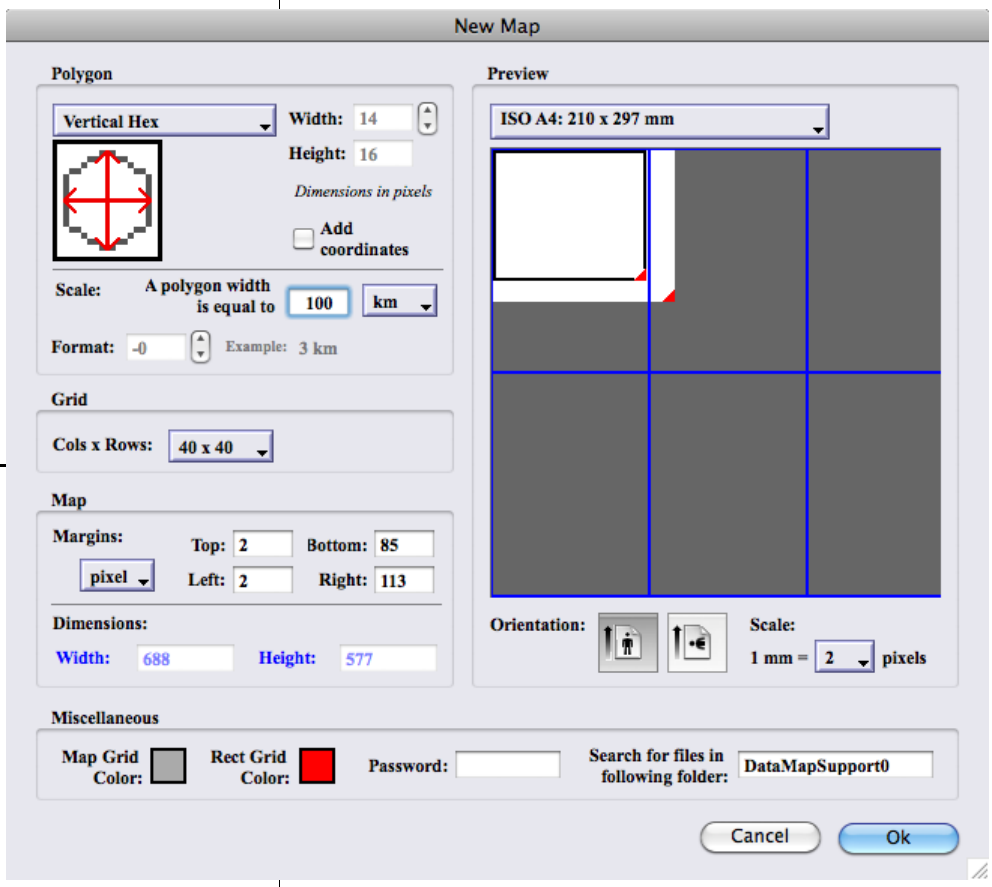
If your map has been created from a model, the dialog is different (to modify a script, see the "**ScriptingManual.pdf**" documentation).

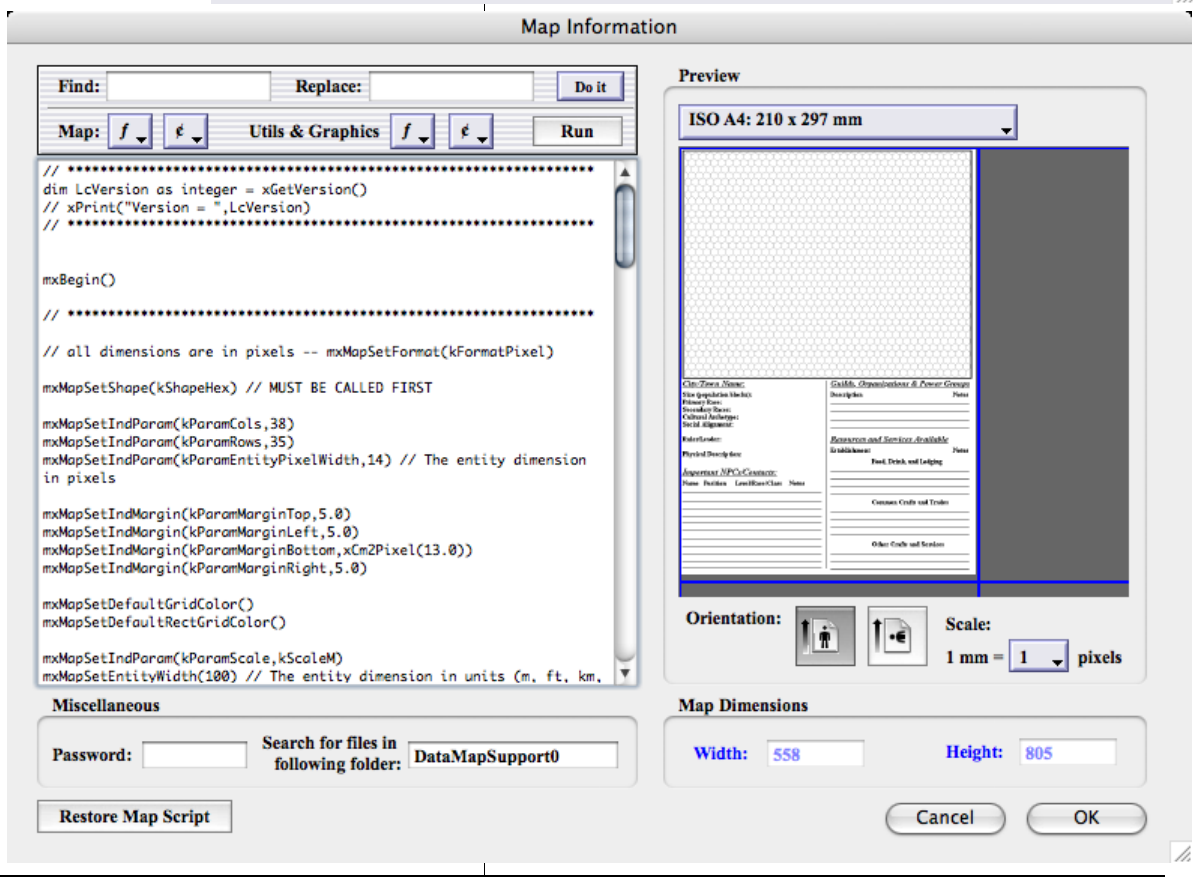
To modify a script, simply write some text into the editfield.

When this done, press the **Run Script** button to check for the script syntax and, if there is no error, to draw the corresponding result into the area located at the right of the editfield.

Please note that at long as there are errors in your script, clicking on the **Ok** button has no effect.

For your convenience, several buttons (just above the editfield) allows you quickly inserting script directives such as creating the grid, drawing lines, etc. In addition, you can search for text and optionally replace it.





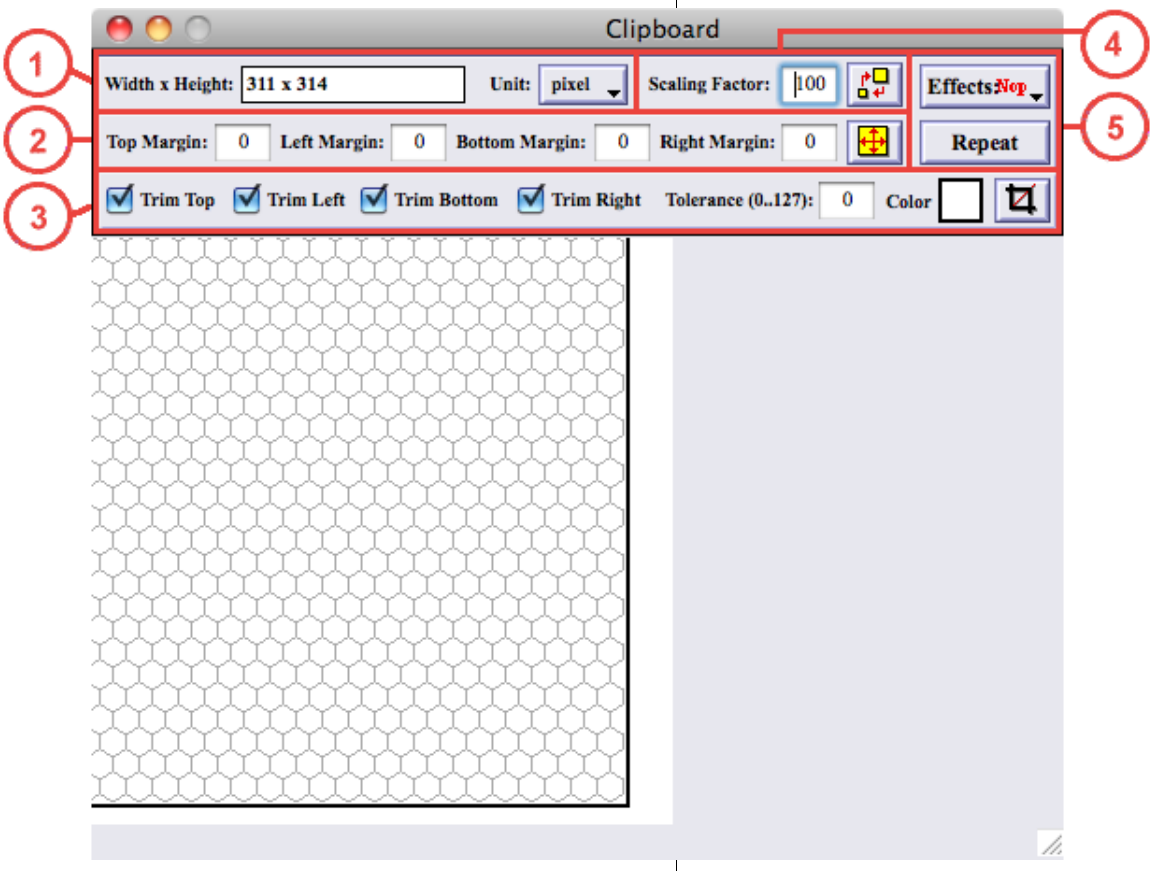
Show Terrain Grid

This menu item allows you showing (or hiding) the *Terrain Grid*. See § "**Terrain Grid**" in **UserManual.pdf** for more information)

Show Clipboard

When this menu item is selected, the Clipboard window appears. If the clipboard contents is a picture it is displayed. When the clipboard window is displayed, the menu item name becomes "**Hide Clipboard**" instead of "**Show Clipboard**".

When you select again the same menu item (or when you close the corresponding window), the menu item name reverts to "**Show Window**".



Above the picture there are five areas:

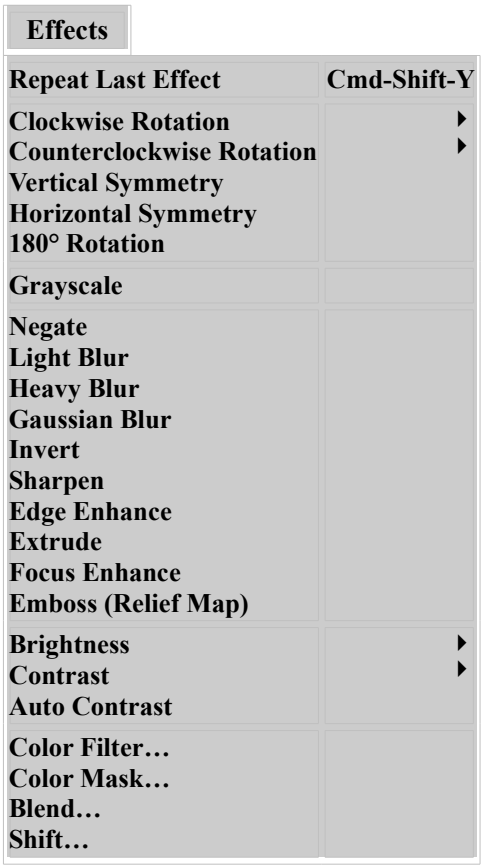
- **Area (1): Clipboard Size**. This area gives you the size of the clipboard contents. You can display it either in pixel or in cm or in inch.
- **Area (2): Margins**. This area is made of a bevel button and four editfields. Clicking on the bevel button allows you adding or removing margins to the picture (to its top, left, bottom or right). In the editfields, positive values (a number of pixels) add margins while negative values subtract margins. A zero means no margins.
- **Area (3): Smart trim**. This bevel button allows you smart trimming the clipboard contents. The trim algorithm searches for pixels which color is specified in the *Color* area and works on all four borders. However, by using the four checkboxes (*Top*, *Left*, *Bottom*, *Right*), you can specify on which border the smart trim tool is acting. As for the *tolerance* editfield, it allows you specifying which level of color is used for the trim operation. By default the tolerance is 0, meaning only the specified color is used. However, by specifying a tolerance greater than zero, you tell RPGMapMaker to ignore all red, green and blue color components that are greater or equal to *(255 - the tolerance value)*.
- **Area (4): Scaling**. This bevel button allows you shrinking or enlarging the clipboard contents. The scaling factor is taken from the editfield that is located at the right of this bevel button. A value greater than 100 enlarges the clipboard while a value lower than 100 reduces it.
- **Area (5): Effects**. To apply an effect, simply use the ***Effects*** popup menu.

Note: you can undo the last 8 operations you have performed.

Reveal Support Folder in Finder

This menu item reveals in Finder the « **RPGMapMaker** » **Support** folder i.e. the folder that contains the **User Libraries** folder, the **User Models** folder and an optional **Textures** folder (for registered users).

Menu: Effects



The ***effects*** menu allows you applying an effect (transformation or filter) to a selection into the main window.

Repeat Last Effect

This menu item allows you repeating the last effect. If the effect works with a parameter (such as a color) it is repeated with the same parameter (i.e. no dialog appears).

Clockwise Rotation

This menu item allows you right-rotating the selection from an angle given by the sub menu item attach to it. You ave the choice among 30°, 45°, 60°, 90°, 120°, 135°, 150°.

For 180°, use the **180° Rotation** menu item, and for higher angle, use the **Counterclockwise Rotation** menu item.

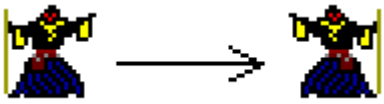
Counterclockwise Rotation

This menu item allows you left-rotating the selection from an angle given by the sub menu item attach to it. You ave the choice among 30°, 45°, 60°, 90°, 120°, 135°, 150°.

For 180°, use the **180° Rotation** menu item, and for higher angle, use the **Clockwise Rotation** menu item.

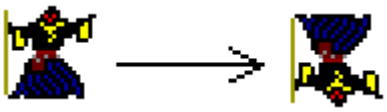
Vertical Symmetry

This menu item allows you applying a vertical symmetry to the selection:



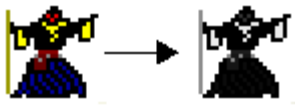
Horizontal Symmetry

This menu item allows you applying a horizontal symmetry to the selection:



Grayscale

This menu item allows you converting the selection into a grayscale area:

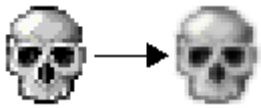


Negate

This menu item allows you negating the selection:

Light Blur

This menu item allows you applying a light blur filter to the selection:

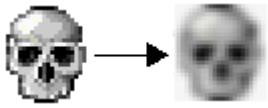


Heavy Blur

This menu item allows you applying a heavy blur filter to the selection:

Gaussian Blur

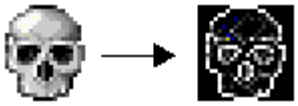
This menu item allows you applying a Gaussian blur filter to the selection:



Please note that if the Gaussian blur give smoother results than the other blur algorithms, it also needs much more processing power.

Invert

This menu item allows you applying an invert filter to the selection:



Sharpen

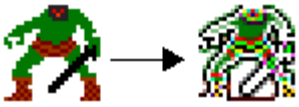
This menu item allows you applying a sharpen filter to the selection:

Edge Enhance

This menu item allows you applying an edge enhance filter to the selection:

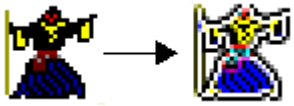
Extrude

This menu item allows you applying an extrude filter to the selection:



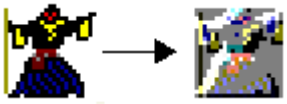
Focus Enhance

This menu item allows you applying a focus enhance filter to the selection:



Emboss (Relief Map)

This menu item allows you applying an emboss filter to the selection:

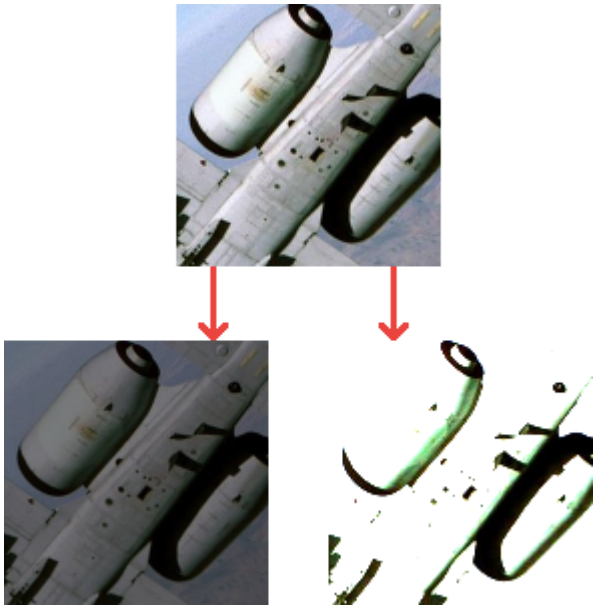


Brightness

This menu item allows you modifying the brightness of the selection by an amount given by the popup menu attach to it:

High
Moderately High
Moderately Low
Low

The images below show a normal image, and a low (respectively high) brightness applied to it:

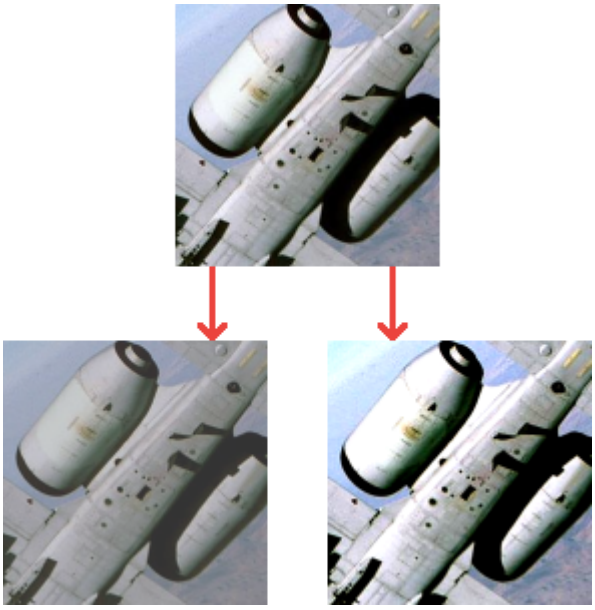


Contrast

This menu item allows you modifying the contrast of the selection by an amount given by the popup menu attach to it:

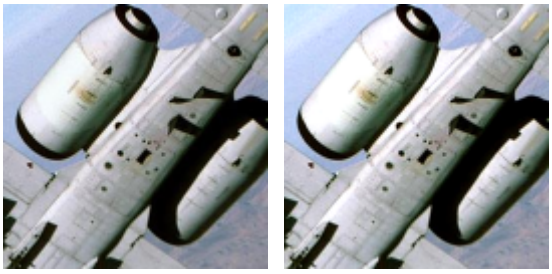
High
Moderately High
Moderately Low
Low

The images on next page show a normal image, and a low (respectively high) contrast applied to it:



Auto Contrast

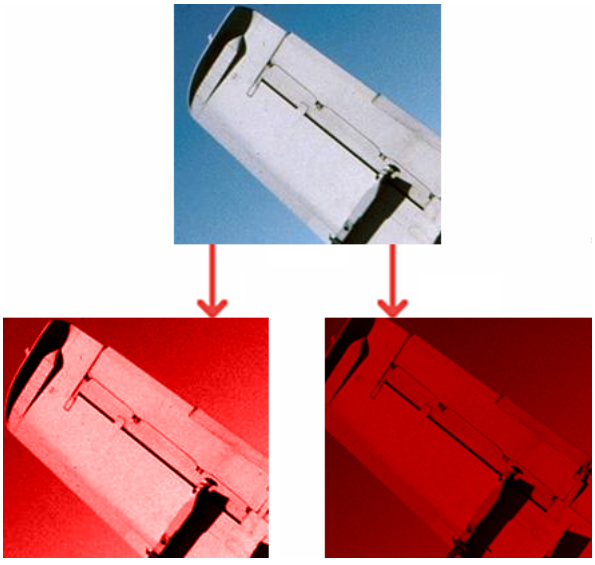
This menu item try to auto contrast the selection:



Color Filter... & Color Mask...

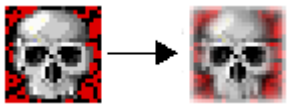
When you select one of these menu items, a color picker dialog (either the System Color Picker or the default one) appears. It allows you selecting a color that will be used by either the Color Filter or the Color Mask algorithm.

In the example below, we have selected a red color and applied respectively the *Color filter* (result in the left image) and the *Color Mask* algorithm (result in the right picture):



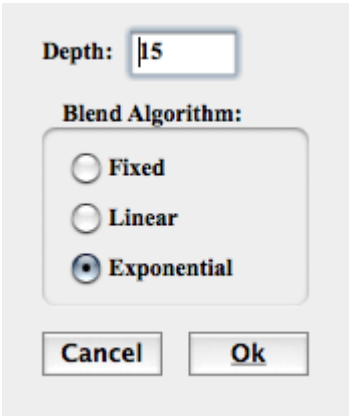
Smooth Edges...

This menu item allows you smoothing the edges of the selection with its surrounding.

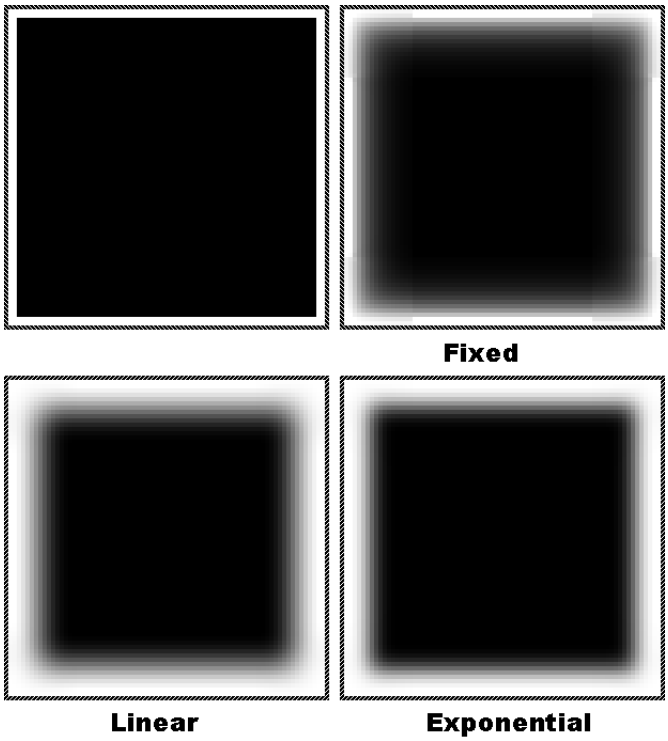


When you select this menu item, a dialog appears.

It allows you selecting the type of smoothing (*fixed*, *linear* or *exponential*) and its depth i.e. the number of edge-pixels on which the effect will be applied.



The pictures below shows the differences between the three algorithms:

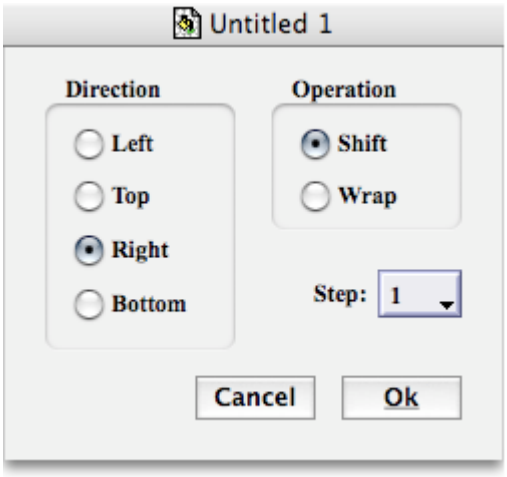


As you may have noticed, you need to make a selection which is a few pixels larger than the area you intend to smooth for the algorithm to be effective.

Shift...

This menu item allows you shifting or wrapping the current selection.

When you select this effect a dialog appears. It allows you selecting the direction of the operation (left, top, right or bottom), the type of operation (shift or wrap) and how many pixels will be shifted or wrapped each time the effect is called.



Shifting a selection means that pixels are moved in the selected direction, pixels from one map border are lost, and pixels from the opposite border become empty (see example below).

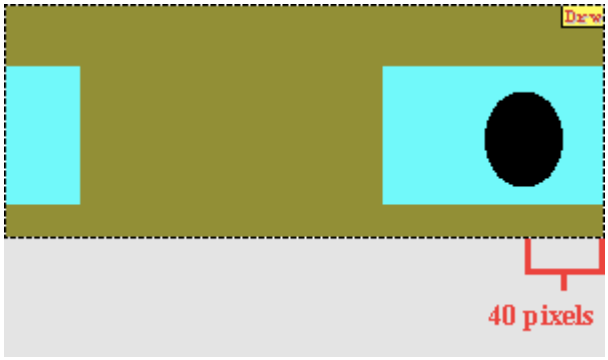
Wrapping a selection means that pixels are shifted and also that pixels from one border of the map are transferred to the map opposite border (see example below).

Examples

Suppose you have the following map:

Then **Shifting** the map four times to the **Left** with a **Step** of 10 pixels will yield the following result:

While **Wrapping** the map to the **Left** by the same amount will yield the following result:



Menu: Terrains

Terrains	
Editor…	Cmd-E
Organizer…	Cmd-G
Edit	▸
New Blank Library…	Cmd-Shift-N
Load Library…	Cmd-L
Save	Cmd-Y
Save A Copy As…	
Reveal Library in Finder	Cmd-R

Editor...

Using this menu item is equivalent to double-clicking on a terrain tile in the "**Toolbar Area**" of the **Terrains Pallet** (see **UserManual.pdf** manual for more information).

Organizer...

Using this menu item is equivalent to clicking on the *Terrain Organizer* tool in the "**Toolbar Area**" of the **Terrains Pallet** (see **UserManual.pdf** manual for more information).

Edit

This menu item has sub-menu attached to it. This sub-menu allows you manipulating terrain tiles directly without using the *Terrain Editor*.

Undo	Cmd-Option-Shift-Z
Cut	Cmd-Option-Shift-X
Copy	Cmd-Option-Shift-C
Paste	Cmd-Option-Shift-V
Clear	Cmd-Option-Shift-⌫
Copy to Clipboard	Cmd-Option-Shift-D
Paste from Clipboard	Cmd-Option-Shift-P
Scale when Pasting	Cmd-Option-Shift-S

Undo

This sub-menu item allows you undoing the last Cut/Paste/Clear terrain tile operation.

Cut

This sub-menu item allows you cutting the selected terrain tile. The tile is copied into an internal buffer and is not destroyed by any Copy/Paste operations from the "**Edit**" menu. However, Copy/Paste/Clear operations from within the *Terrain Editor* destroy its contents.

Copy

This sub-menu item allows you copying the selected terrain tile. The tile is copied into an internal buffer and is not destroyed by any Copy/Paste operations from the "**Edit**" menu. However, Copy/Paste/Clear operations from within the *Terrain Editor* destroy its contents.

Paste

This sub-menu item allows you replacing the selected terrain tile by the tile you copied with the previous command.

Clear

This sub-menu item allows you clearing the selected terrain tile.

Copy to Clipboard

This sub-menu item allows you copying the selected terrain tile into the clipboard.

Paste from Clipboard

This sub-menu item allows you replacing the selected terrain tile by the contents of the clipboard (obtained either from an external application or after using the "**Copy**" command from the "**Edit**" menu). Note that if the size of the image contained in the clipboard is greater than a terrain tile it will be clipped to the first 24 bits.

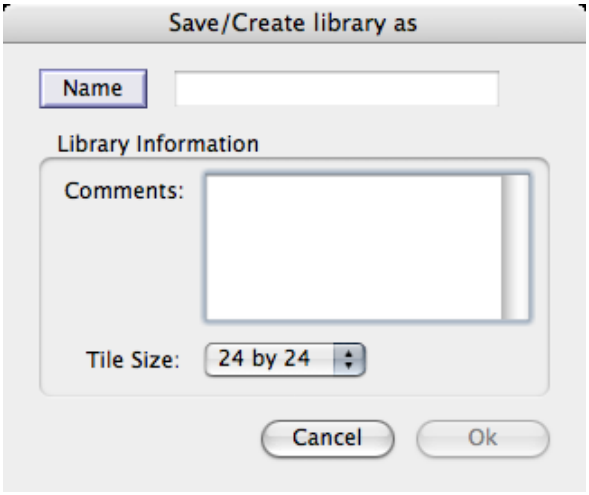
Scale When Pasting

This sub-menu item allows you adjusting the size of the pasted image to the size of the current terrain tile. For example, if you copy a 20 by 20 terrain tile then paste it into a 40 by 40 terrain tile, the picture is double in both directions. Please note that this option works for tile pasting and clipboard pasting.

New Blank Library...

This menu item allows you creating a new blank *Terrains Library* into the **Terrains Area** of the **Terrains Pallet** (see **UserManual.pdf** manual for more information).

When you select the "**New Blank Library…**" menu item, the following dialog appears:



In the dialog you can see a **Name** button. When you click on this button, a standard Mac OS « Save as » dialog appears. When you have chosen a name and pressed the **Ok** button, the selected library name is stored into the Edit Field at the right of the **Name** button.

Please note that this dialog is automatically positioned into the **User Libraries** folder. Of course, you can save your library somewhere else, but only the libraries stored in this folder are considered editable by « RPGMapMaker ». Please also note that you can create a folder into the **User Libraries** folder and put this library inside.

Once the name has been chosen, you must enter some *comments* about the blank *Terrains Library* you are about to create. It is recommended that you choose a text that explains briefly the contents of the file so that when you use the "**Load Library**" menu command, you can quickly identify its contents. This is especially true if you play with libraries with similar contents and their previews are not sufficient to discriminate them.

In addition, you can specify the size of each library terrain tiles (either 12 by 12, 16 by 16, 20 by 20, or 24 by 24, or 28 by 28. or 32 by 32, or 36 by 36, or 40 by 40).

Once the name and the comments have been entered, the **Save** button is enabled and you can click onto it to create a blank *Terrains library*.

Load Library...

This menu item allows you loading a *Terrains Library* into the **Terrains Area** of the **Terrains Pallet** (see **UserManual.pdf** manual for more information).

When you launch « RPGMapMaker », it searches for *Terrains Library* files into the **Core Libraries** and the **User Libraries** folders and exclusively in those folders. It then builds a list of the valid library files it found.

When you select the "**Load Library…**" menu item, the following dialog appears:

The listbox located at the left of the dialog contains the name of each *Terrain Library*. No path is displayed, because the libraries are all located either into the **Core Libraries** or the **User Libraries** folders. All libraries from the **Core Libraries** folder have a locked padlock, meaning the libraries are considered read-only (this is a safety measure to prevent you from accidentally modifying them).

When you click on a library name, the **File Information** area is filled with the *comments* associated to that library (see § "**Save A Copy As…**" for more information) and its *preview* (which contains 64 of the 102 tiles).

Once you have decided which library you want to load, click on the **Load** button. The current *Terrains Library* is then replaced by the one you have chosen.

If you load a read-only library, the "**Save: «»**" menu item is dimmed. If it is not read-only, the "**Save: «»**" menu item contains the name of the loaded library. For example, if you load a library called **Test**, then this menu item becomes "**Save: «Test»**".

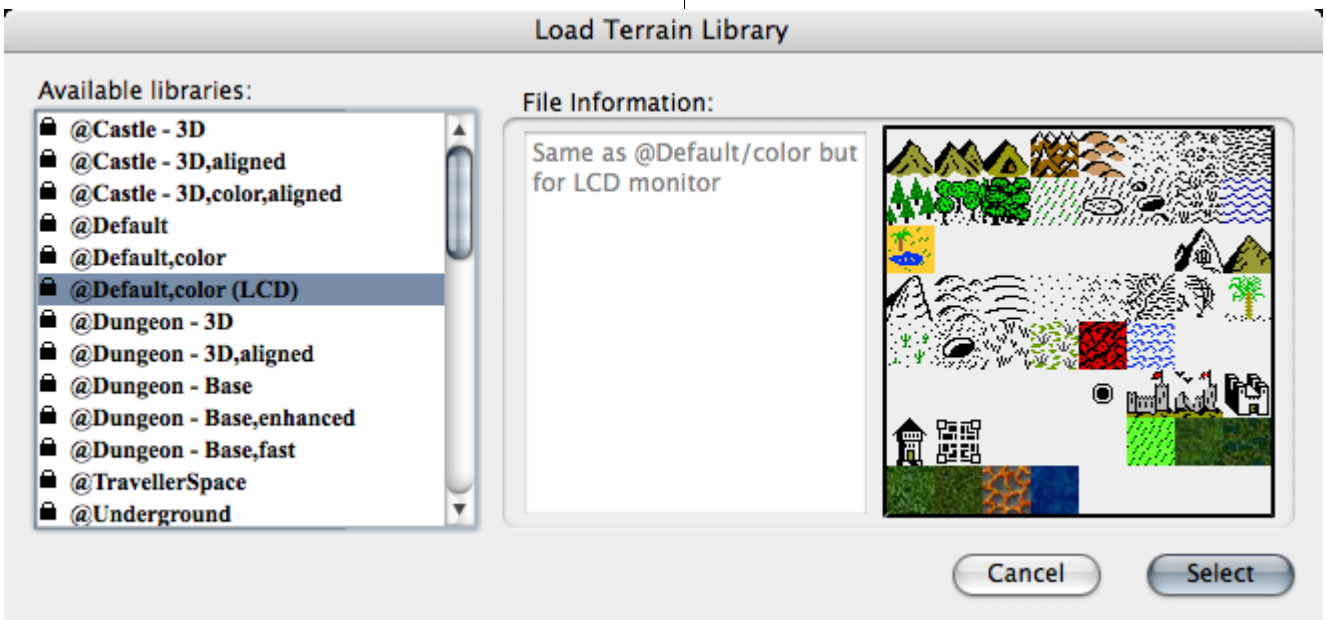
Save

This menu item allows you saving the current *Terrains Library*.

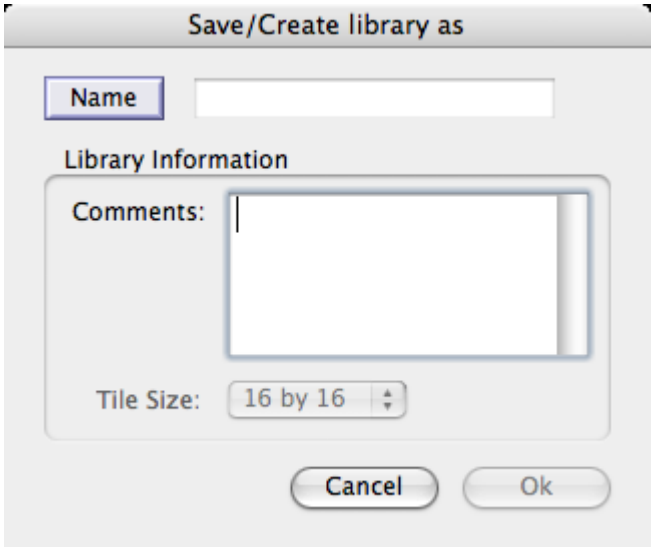
Note: If you quit the application and the current *Terrains Library* is dirty, a dialog appears that allows you saving the file. However, if the file is read-only, no dialog appears and all the modifications are lost.

Save A Copy As...

This menu item allows you saving a copy of the current *Terrains Library* into another *Terrains library*. Once this is done the new library is added to the list of *Terrains library* files. This way, the next time you issue the "**Load Library**" command, the *Terrains library* you just created is visible.



When you select the "**Save A Copy As…**" menu item, a dialog appears:



In the dialog you can see a **Name** button. When you click on this button, a standard Mac OS « Save as » dialog appears. When you have chosen a name and pressed the **Ok** button, the selected library name is stored into the Edit Field at the right of the **Name** button.

Please note that this dialog is automatically positioned into the **User Libraries** folder. Of course, you can save your library somewhere else, but only the libraries stored in this folder are considered editable by « RPGMapMaker ». Please also note that you can create a folder into the **User Libraries** folder and put this library inside.

Once the name has been chosen, you must enter some *comments* about the *Terrains Library* you are about to create/replace. It is recommended that you choose a text that explains briefly the contents of the file so that when you use the "**Load Library**" command, you can quickly identify its contents. This is especially true if you play with libraries with similar contents and their previews are not sufficient to discriminate them.

Once the name and the comments have been entered, the **Save** button is enabled and you can click on it to create/replace a *Terrains library*.

Reveal Library in Finder

This menu item reveals the current library in finder i.e. it opens the **User Library** folder and hilite the specified library.

Menu: Windows

Windows	
Show Tools Pallet	Cmd-Option-T
Show Terrains Pallet	Cmd-Option-R
Show Inks Pallet	Cmd-Option-K
Show Tools Layers Pallet	Cmd-Option-L
Show Textures Pallet	Cmd-Option-E
Show Random Terrain Generator Pallet	Cmd-Option-G
Show Random Maze Generator Pallet	Cmd-Option-M
Show Fractal Terrain Generator Pallet	Cmd-Option-F
First Map Window	Cmd-0
Second Map Window	Cmd-1
Third Map Window	Cmd-2
. . .	. . .

The purpose of this menu is several folds.

First, the first eight menu items show you what the keyboard equivalents are for the six buttons located within the *Toolbar Pallet*.

In addition, when you select one of these menu items, the corresponding floating window (pallet) is displayed and the menu item name becomes "**Hide …**" instead of "**Show…**". When you select again the same menu item, the menu item name reverts to "**Show …**".

At last, it lists the name of all the opened/created map windows (you can have up to ten maps opened at a time). Selecting one of these menu items brings the corresponding *Map Window* to the front (thus making it the *Main Window*). Also, the menu item associated to the *Main Window* has a check mark.

Menu: Help

Help	
User Manual	Cmd-?
Menus Manual	Cmd-Option-?
Scripting Manual	Cmd-Control-?
How to Install Textures	
Keyboard Shortcuts	
Menu Items Shortcuts	
What's New	Cmd-Control-H

User Manual

This menu item opens the **UserManual.pdf** file.

Menus Manual

This menu item opens the **MenusManual.pdf** file (the present file).

Scripting Manual

This menu item opens the **ScriptingManual.pdf** file.

How to Install Textures

This menu item launches the pdf file that describes how to install additional textures. Only registered users can use new textures.

Keyboard Shortcuts

This menu item brings the pdf file that contains various useful keyboard shortcuts.

Menu Items Shortcuts

This menu item brings the pdf file that contains the list of menu items shortcuts.

What's New

This menu item brings the HTML file that contains the last changes made to RPGMapMaker.

Changes History

This menu item brings the HTML file that contains the list of changes made to RPGMapMaker from version 1.0.0 (just in case you are really curious).

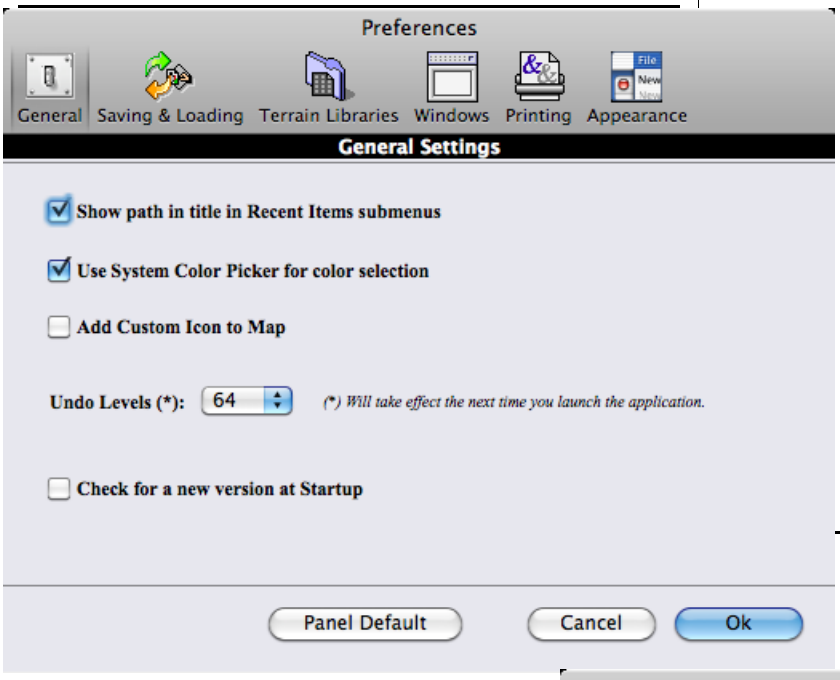
Preferences

When you select the **Preferences…** menu item (in the **Application** menu under Mac OS X), a dialog box appears that allows you modifying some predefined settings. It contains a toolbar and three buttons. In the toolbar, you can see six icons and the names of the various options.

Preferences are grouped into six categories: *General Settings*, *Saving and Loading*, *Terrains Library*, *Windows*, *Printing*, and *Appearance*. When you click onto the icon you are interested in, the corresponding settings are displayed below the toolbar.

As usual, the **Cancel** and **Ok** buttons have their standard meanings. As for the **Panel Defaults** button, it allows you resetting the different preferences to their predefined values ** but for that category only **.

General Settings



This category deals with general preferences.

- Show path in title in Recent Items submenus. You can decide either to display only the name of the recent maps (checkbox disabled) or to display the path to the recent maps (checkbox enabled).
- **Use System Color Picker for color selection.** When checked, this option tells the program to use the system color picker for selecting colors. When unchecked, the program uses the color picker instead.
- **Add Custom Icon to Map.** If this checkbox is enabled, this means each time you save your map, a custom icon is added (or updated if it already exists) to the current map. The icon is an exact replica of your map albeit in a reduced size. If the checkbox is deselected, no custom icon is added (though if an icon already existed, it is not removed).
- **Undo Levels**. This popup menu allows you choosing among 1, 2, 4, 8, 16, 32 or 64 levels of undo. Note that the new value will only take effect the next time you launch the application.
- **Check for a new version at Startup**. By default, RPGMapMaker checks for a new version at startup. To speed up launching time, you can disable this behavior by disabling this checkbox.

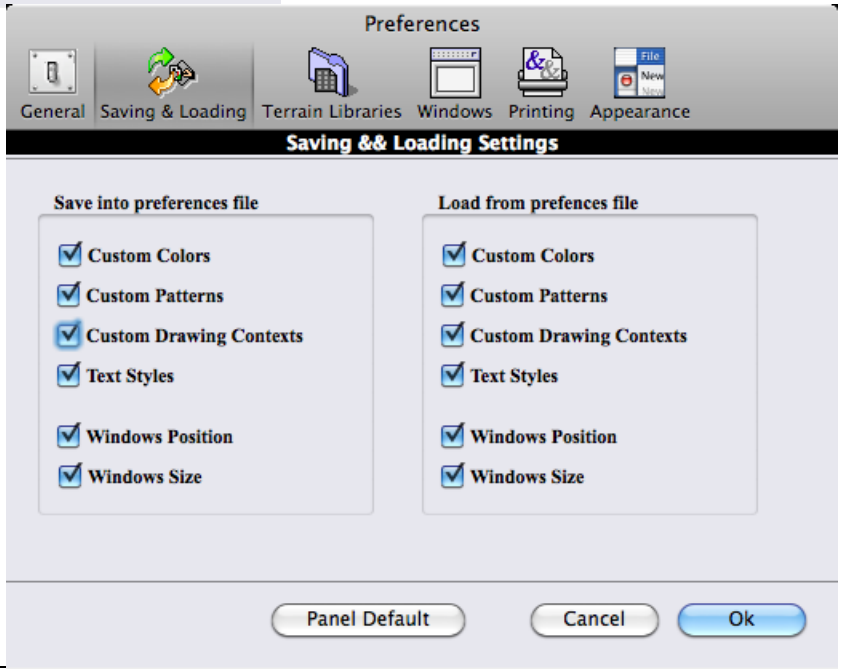
  Please note that you still can check for update by using the "Check for Update menu" item in the "Apple" menu.

When you click on the **Panel Defaults** button, the various settings are reset to the following values:

- **Show path in title in Recent Items submenus:** Disabled**.**
- **Use System Color Picker for color selection**: Enabled.
- **Add Custom Icon to Map**: Disabled.
- **Undo Levels**. 16.
- **Check for a new version at Startup**: Enabled.

Saving and Loading Settings

This category deals with preferences that affect the *Colors Tables*, the *Patterns Table,* the *Drawing Contexts* and the *Text Styles*.



To understand the interest of these parameters, let's start by an example. Suppose you have built a map with many different shades of blue. Because the default *Colors Tables* only have three different kinds of blue, you were obliged to use the *Color Picker* to add the missing colors. Now you quit the application. A few days latter, you launch the application again because you want to modify your map. Unfortunately, your custom *Colors Tables* are gone, replaced by the default *Colors Tables*. Suffice to say, you are really disappointed to be obliged to build your custom *Colors Tables* again.

But « RPGMapMaker » is smart. When you modify the contents of a *Colors Table*, the *Patterns Table*, the *Drawing Contexts area*, or the *Text Styles area*, the application keeps the changes into memory. Afterwards, you can decide of the application behavior when you launch or quit it.

Save into preferences file :

- When you quit the application, you can decide either to save or not the four *Color Tables*, the *Patterns Table* and the *Drawing Contexts* into the preferences file.
- In addition, you can decide either to save or not the *windows position* and *size* (only for resizeable windows).

Load from preferences file :

- When you launch the application, you can decide either to load or not from the preferences file the custom *Color Tables*, to load or not the custom *Patterns Table* or to load or not the *Drawing Contexts*.
- When you launch the application, you can decide either to restore or not the *windows size* and *position*.

When you click on the **Panel Defaults** button, the various settings are reset to the following values:

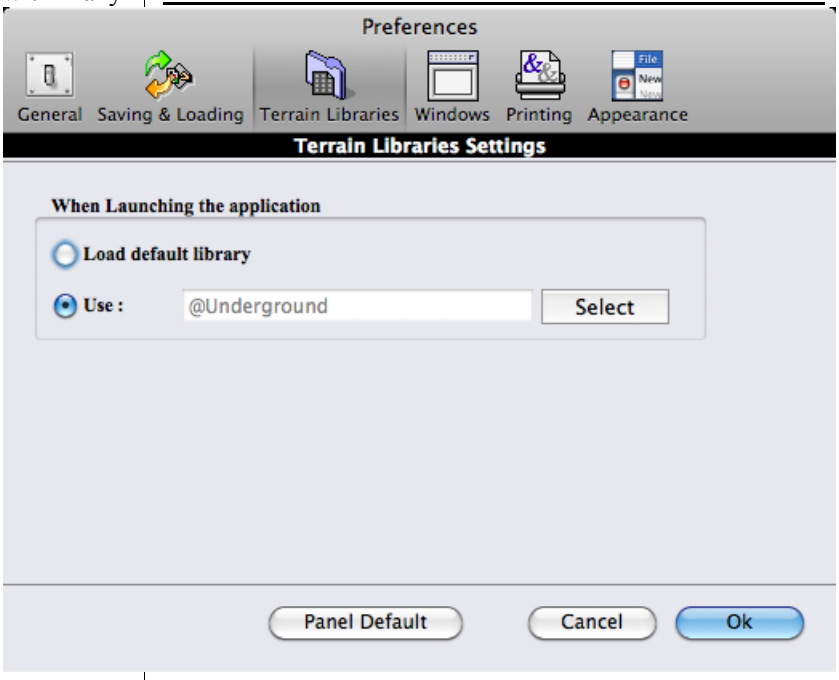
Save into preferences file :

- Save the four *Color Tables*, the *Patterns Table* and the *Drawing Contexts* into the preferences file.
- Save the **Main Window** size as well as the **Main Window** and the various floating windows positions.

Load from preferences file :

- Load from the preferences file the custom *Color Tables*, the custom *Patterns Table* and the *Drawing Contexts*.
- Restore the **Main Window** size as well as the **Main Window** and the floating windows positions.

Terrains Library Settings



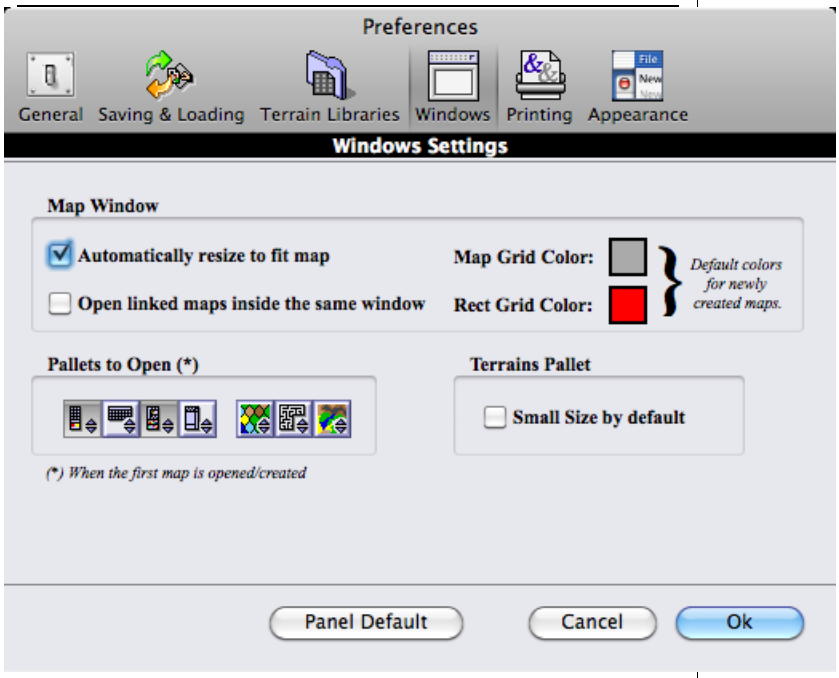
This category deals with preferences that affect the contents of the *Terrain area*.

- **When launching the application**. As terrains are stored into files called *Terrain Libraries,* by selecting one of the radio buttons, you define the library that will be loaded when you launch the application.

When you click on the **Panel Defaults** button, the various settings are reset to the following values:

- **When launching the application.** Load the library which name is « **@Default** » and which contains terrain tiles for drawing regions.

Windows Settings



This category deals with preferences that affect the windows behavior and appearance.

Map Window:

- **Automatically resize to fit map**. If the checkbox is selected, the *Map window* is automatically resized so that you can see your map entirely. Of course, if your map is bigger than the main screen, the *Map window* is clipped to its dimensions. If the checkbox is not selected, the *Map window* is opened with a default size.
- **Open Linked Maps inside the Same Window**. If the checkbox is selected, linked maps are opened inside the same window (i.e. the *Main Window* is closed and reopened). If the checkbox is not checked, a new window is created instead.
- **Map Grid Color**. When you click on the colored square, a **Color Pallet** dialog appears. You can then select a new color for the Grid polygons. (*Note*: pressing the *Escape* key allows you dismissing the pallet without making any selection). Please note that this new color is only taken into account when creating a new map.
- **Rect Grid Color**. When you click on the colored square, a color pallet appears. You can then select a new color for the RectGrid lines. (*Note*: pressing the *Escape* key allows you dismissing the pallet without making any selection). Please note that this new color is only taken into account when creating a new map.
- **Show Drawing Tools Area by default**. When this checkbox is selected, the Drawing Tools Area (just below the horizontal toolbar) is visible when the map is created/opened. When this checkbox is unchecked, the Map window has its default appearance.

Pallets to Open:

- Select the list of pallets (Tools Pallet, Terrains Pallet, etc.) to open when the first map is opened or created.

Terrains Pallet:

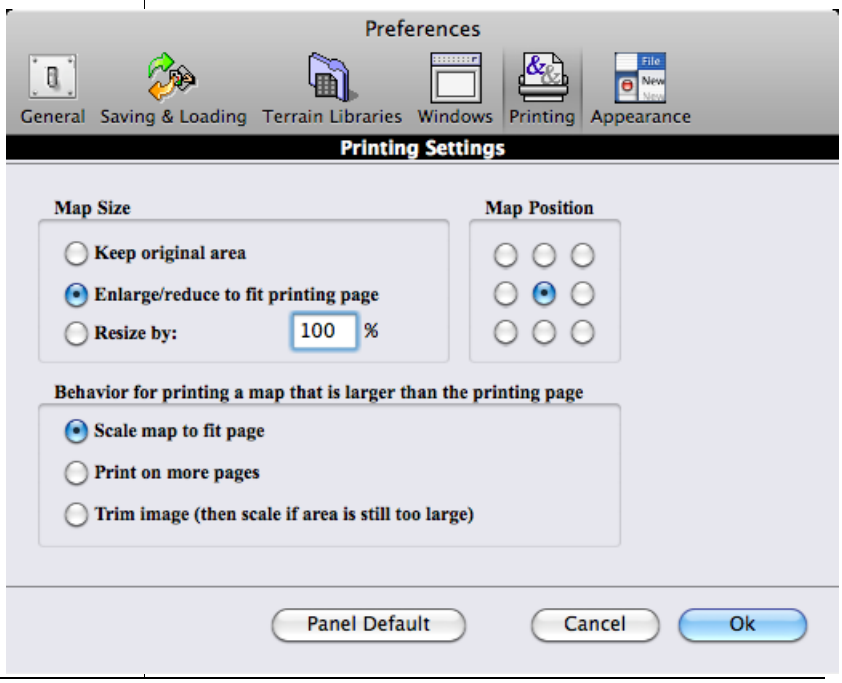
- **Small Size by Default**. When this checkbox is selected the program opens the Terrains Pallet in reduced size (less visible terrain tiles). When this checkbox is unchecked, the Terrains Pallet has its default appearance.

When you click on the **Panel Defaults** button, the various settings are reset to the following values:

- **Automatically Resize Map Window**. Disabled.
- **Open Linked Maps inside the Same Window.** Disabled.
- **Map Grid Color**: Dark gray.
- **Rect Grid Color**: Red.
- **Show Drawing Tools Area by Default**: Disabled.
- **Pallets to open**: The Tools Pallet as well as the Terrains Pallet are opened when the first map is created or opened.
- **Small Size by Default**: Disabled.

Printing Settings

This category deals with preferences that affect the printing behavior.

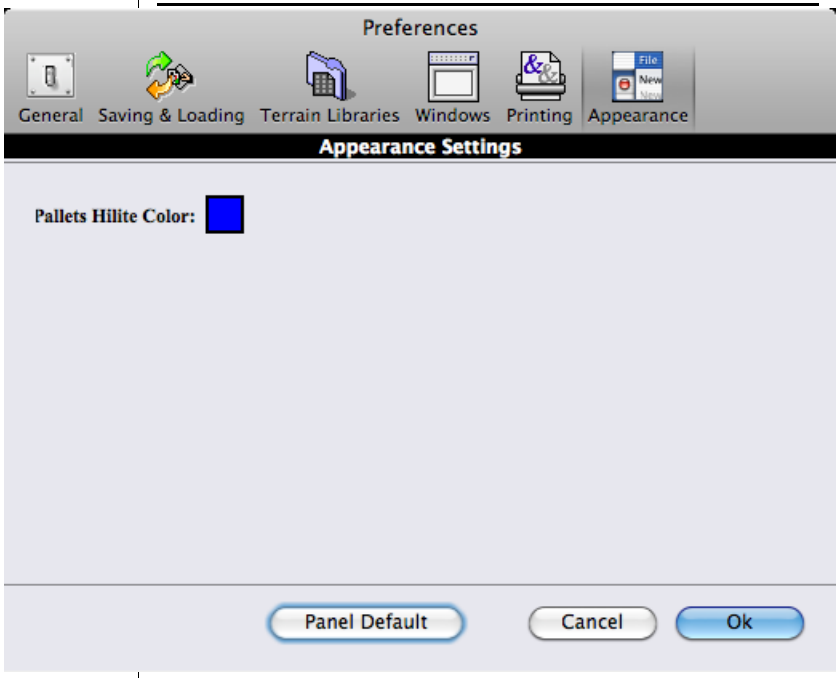


- **Map Size**. This setting deals with the size of the map to be printed. You can choose among three choices:
  - Keep *Original Area* (i.e. print the map as you see it on the screen),
  - *Enlarge/reduce area to fit page* (i.e. print the map so that it fills entirely a printer page),
  - *Resize by a %* (i.e. multiply the map dimensions by that percent then print it).
- **Map Position**. If the area to be printed fits into a printer page, you can choose to map location on the printer page (top-left, top-middle, top-right, middle-left, etc.)
- **Behavior for printing a map that is larger than the printing page**. You can choose either to :
  - *Scale image to fit page* (i.e. reduce the map dimensions so that they fit into one printer page),
  - *Print on more* pages (i.e. respect map size),
  - *Trim image* (i.e. attempt to remove border and then scale if image is still too big).

When you click on the **Panel Defaults** button, the various settings are reset to the following values:

- **Size**: Enlarge/reduce area to fit page.
- **Position**: Top Left.
- **For area larger than the page**. Scale image to fit page.

Appearance Settings



This category deals with preferences that affect the appearance of windows.

- **Pallets Hilite Color**. When you click on the colored square, a color pallet appears. You can then select a new color for the tools areas hilite color. (*Note*: pressing the *Escape* key allows you dismissing the pallet without making any selection).

When you click on the **Panel Defaults** button, the various settings are reset to the following values:

- **Pallets Hilite Color**: Blue.